

# CL Youth Sub Committee

## General Regulations for Youth Competitions

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1. Except where it is stated otherwise, the Laws of Cricket apply to all competitions.
2. Where results are not made to the Cricket Leinster office within one week of a match being played, points will be withheld from the defaulting side.
3. Cricket Leinster have taken responsibility for arranging league youth fixtures. Where amendments need to be made to these fixtures, clubs should follow Cricket Leinster protocols for amending fixtures.
  - 3A. It is intended that all Cup finals will be played at a neutral venue over the weekend of xxxx August, subject to availability. Further details will be provided.
  - 3B. In league competitions, to determine where a play-off and final should be played -
    - **Where there are *two* conferences in a league - the clubs concerned should toss a coin to determine which team has ground advantage.**
    - **Where there are *three* conferences in a league - the winners of Conference C (C) will have home advantage to winners of Conference A (A), to determine who will play against winners of Conference B (B) in the final. If C wins, that team will be away to B in the final. If A wins against C, then A shall have home advantage against B.**
4. Each Club shall maintain a full register of its youth members, addresses and dates of birth.
  - 4.a. Youth players, playing in Open and Women's Competitions and/or Youth Minor/Junior/Colts/U17/U19 Competitions MUST register with Cricket Leinster.
5. No youth, who is a member of one club in any Union, shall play in a youth team for another club without the permission of the Cricket Leinster Youth Sub Committee.
6. Girls can play on boys' teams up to and including Junior A. Beyond that age group, clubs must apply to the Club Youth Sub Committee for permission for each individual.
8. If a club has no team entered in an age group, a maximum of two players can play for another club. Permission must be sought from the Club Youth Sub Committee in each case. In exceptional cases, players who have been selected in LCU final youth squads (usually announced after Easter) and whose club has only entered a B or C team in any league, may be allowed to play for another club which has an entry in an A league.

9. All games played under the regulations of the Club Youth Sub Committee should be played in a proper spirit of sportsmanship by players, managers and supporters. It is the responsibility of each club to ensure the highest standards of sportsmanship are shown by their youth.

In particular:

(i) Behaviour and dress at grounds should be such as to cause no offence to ground authorities or anyone present at the game.

(ii) Umpires are entitled to the respect of players at all times.

(iii) Foul and /or abusive language, on or off the field, is unacceptable.

(iv) Intimidation or deliberate distraction of opponents, orally or by acts of gamesmanship or aggressive behaviour (sometimes described as 'sledging') is unacceptable.

Breaches of the above code will result in disciplinary action being taken against individuals (players, managers or supporters) and /or the Club itself. Where a breach of the code is proved, the players may be warned about their future conduct, suspended or banned from taking part in matches. The Cricket Leinster Youth Sub Committee has powers to deduct points and award the match to the opposition.

10. The Disputes Panel, appointed by the Cricket Leinster Youth Sub Committee, is empowered to adjudicate on the rules and regulations.

11. Regulations where a team fields less than 10 players.

a - The 100 run allowance is reduced by 10 runs per player missing.

b - Where fewer than 8 players are involved, the fixture is conceded to the opponents. However, some game should take place to ensure the players get a game.

c - Where 8 players are involved, then those 8 players will bat once only.

d - Where 9 players are involved, the opposing Club may nominate which batter should bat with number 9.

12. Regulations where a side fields less than 8 players.

a - The 80 run allowance is reduced by 10 runs per player missing.

b - Where fewer than 6 players are involved, the fixture is conceded to the opponents. However, some game should take place to ensure the players get a game.

c - Where 6 players are involved then the 6 players will bat once only.

d - Where 7 players are involved the opposing club may nominate which batter should bat with number 7.

13. In matches where batting is "in pairs", the last over of the match will be bowled under the Laws of Cricket. That means penalties change to one run and the over continues until six legitimate balls have been bowled.

14. Where there is a tie on points in a conference, and there are two clubs tying, then the result of the match between these teams will determine finishing positions. If there are more than two tying, finishing positions will be determined by a sub-committee of the Youth Section.

15. In Cup competitions and in the knockout stages of Leagues, where a game finishes in a tie on runs scored, then the side having lost fewer wickets will be declared the winners. Where wickets lost are the same, then the game will be replayed unless otherwise specified by that competition's rules. Where a replay is tied and wickets lost are also equal, then the winner will be the team with the higher score at a point 5 overs less than the competition overs maximum, and, where there is still equality, at each over counting back from that point.

16. In league semi-finals, and where there is no possibility of a replay, a tie will be resolved by reference to the last sentence in Regulation 15.

17. In matches consisting of 20 overs, and where time is a critical factor, each innings can consist of 10 overs bowled consecutively from one end followed by 10 overs from the opposite end.

### **Safety Regulations**

These Directives are applicable to all competitions played under the CL Regulations, and they apply to boys and girls. Any reference to he/his should be interpreted to include she/her. Age groups are based on the age of the player on 1<sup>st</sup> July in the year preceding the cup competition or school class for Minor, Junior and Colt competitions. It must be noted that the Directives are aimed at an individual's age as opposed to the age group of the Competition being played. For example, a player who because of his age, falls into the under 15 group, must abide by the restrictions laid down for that age group. This will apply even though he may be playing in an under 17 Competition. He cannot bowl / field using the under 17 restrictions, he is still bound by the under 15 restrictions.

### **Batting Directive**

Any batsman under the age of 18 (on the day of the match) must wear a helmet when batting. Non-compliance with this Directive will result in the umpires stopping the game immediately and instructing the batsman to put on a helmet.

### **Fielding Restrictions**

No young player in the under 15 age group or younger shall be allowed to field closer than 8 yards (7.3m) from the middle stump, except behind the wicket on the off side, until the batsman has played at the ball.

For those in Minor and Junior competitions the distance is 11 yards (10m).

These minimum distances apply even if the player is wearing a helmet.

Should a player in these age groups come within the restricted distance, the umpire must stop the game immediately and instruct the fielder to move back.

Any player in the under 16 to under 18 age groups who has not reached the age of 18, must wear a helmet, and for boys, an abdominal protector (box) when fielding within 6 yards (5.5m) of the bat, except behind the wicket on the off side.

### **Wicket-keepers**

Any wicket-keeper under the age of 18 (on the day of the match) must wear a helmet when standing up to the stumps facing a hard ball. This applies to all speeds of bowling. Non-compliance with this Directive will result in the umpires stopping the game and instructing the wicket-keeper to put on a helmet, or stand back from the stumps.

## **Bowling Restrictions**

For the purpose of these Directives, a fast bowler is defined as a bowler to whom a wicket-keeper in the same age group would in normal circumstances stand back to take the ball. This does not preclude the umpires from insisting that these Directives apply even though the ability of the wicket-keeper means that he is capable of standing up to what they consider to be a fast bowler.

## **Directives for matches**

Having completed a spell, a bowler cannot bowl again, from either end, until an equivalent number of overs to the length of his spell has been bowled from the same end. If a bowler only completes part of his permitted spell, the above restriction still applies. For example, if he is allowed 7 overs, but only bowls 4, he cannot bowl again, until 4 overs have been bowled from the same end. He cannot resume his 'spell' after 2 overs from the same end, claiming that he is allowed another 3 overs to make up his 7. However, a bowler is allowed to change ends during a spell without taking a rest. This can only be done provided that he bowls the next permissible over from the other end. If there is an interruption in play, whether scheduled or not, he will be allowed to count time off the field as part of his 'rest time'. During this interruption, the bowler may count every 7 minutes of the interruption as being equivalent to 1 over at each end.

If play is interrupted for any reason for less than 40 minutes, any spell in progress at the time of the interruption can be continued after the interruption up to the maximum number of overs per spell for the appropriate age group. In this case, the bowler cannot claim any time off the field as rest time and his spell will still be in progress even though play is suspended. If the spell is not continued after the interruption, the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of his spell before the interruption has been bowled from the same end. If the interruption is of 40 minutes duration or more, whether scheduled or not, the bowler can commence a new spell immediately.

Once a bowler covered by these Directives has bowled in a match, he cannot exceed the maximum overs per day for his age group even if he subsequently bowls spin. He can exceed the maximum of overs per spell if bowling spin only, but cannot then revert to bowling fast until an equivalent number of overs to the length of his spell has been bowled from the same end. Any spell that includes fast bowling must not exceed the maximum number of overs per spell even if some of the spell is of spin.

<b>Age</b>	<b>Max overs per spell</b>	<b>Max overs per day</b>
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Up to 13	5 overs per spell	10 overs per day
U14 & U15	6 overs per spell	12 overs per day
U16 & U17	7 overs per spell	18 overs per day
U18 & U19	7 overs per spell	18 overs per day

### **Fast Bowling Directives for Practice Sessions**

<b>Age</b>	<b>Max balls per session</b>	<b>Max sessions per week</b>
Up to 13	30 balls per session	2 sessions per week
U14 & U15	36 balls per session	2 sessions per week
U16 & U17	36 balls per session	3 sessions per week
U18 & U19	42 balls per session	3 sessions per week

The figures for the match and practice sessions are based on players bowling in no more than 4 matches or practice sessions per week for age groups up to and including U19 and for a maximum of 2 days in a row.

Players can play in other matches provided that they do not bowl.

### **Umpires' responsibility**

The umpires are expected to monitor these players and keep records of the overs such players bowl. Once the maximum allowance for any one spell has been reached, they will inform the player and the captain accordingly, and will not allow the player to bowl again until the requisite rest period has been fulfilled. Prior to the game, the manager / coach / captain will inform the umpires in writing, of any player who comes under this Directive. If during the game, the umpires consider that any other players come under this Directive, they shall inform the Tournament Director and manager / coach / captain as soon as is practical, that these players shall be subject to the above Directives.

### **Nets – Outdoor**

The emphasis should be on quality rather than quantity. These Directives encourage young fast bowlers to focus their efforts on shorter, more intensive spells. Consequently, young fast

bowlers should be made aware of the importance of warming up and warming down as part of their preparation.

### **Nets - Indoor**

In the period between the end of the season and Christmas, indoor practice for fast bowlers should be kept to a minimum.

### **Child Safeguarding**

**Refer to [Cricketleinster.ie](https://www.cricketleinster.ie) for the Child Safeguarding Policy and Guidance**

